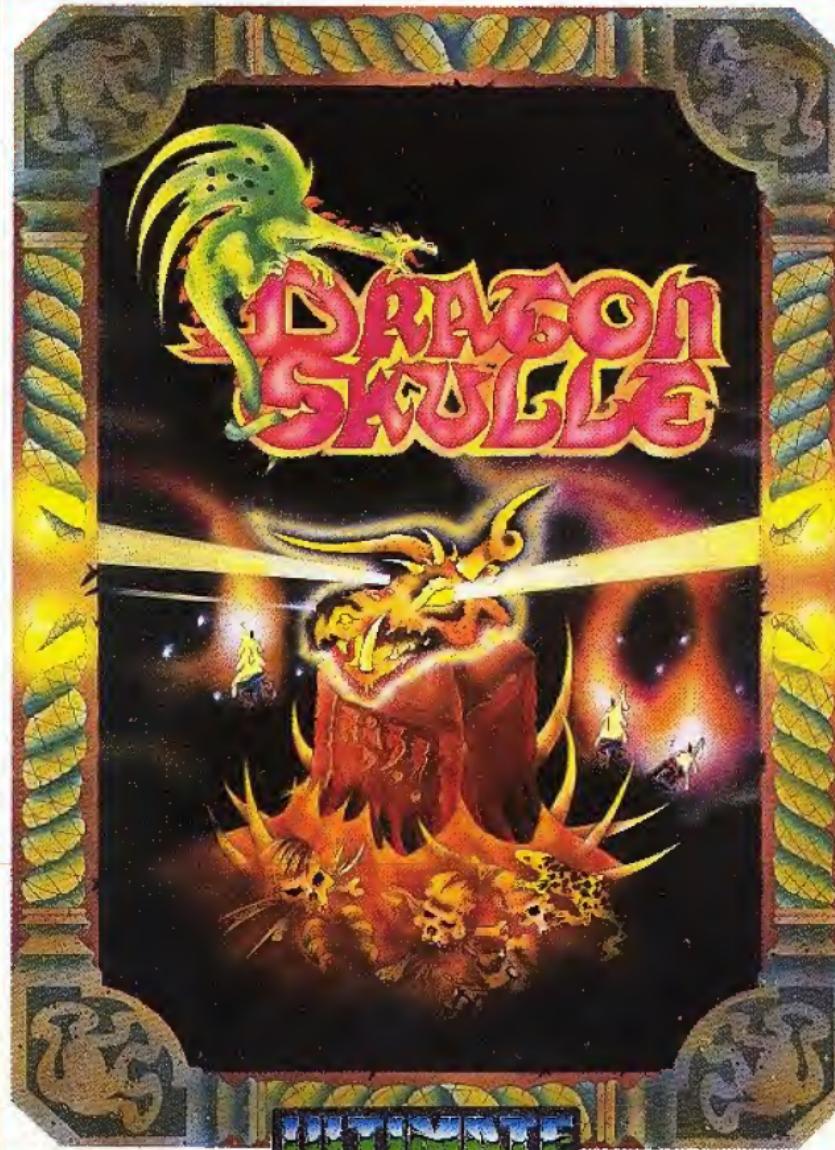


COMMODORE 64



# DRAGONSKULLE

## SHADoWY VAPoURS

At last my journey's end draws near, as the Isle of Dragonskulle looms closer on the horizon. My search for the evil Skull of Souls had been successful. As I approached the Isle, I felt aware of an evil so powerful that my soul seemed in peril. The Skull had become aware of my presence. Almost at once, shadowy vapours began to envelop my craft and breathe images of death into my face. The terrified screams rang through my head of those who in distant times had challenged the Skull. Their souls torn from their bodies and consumed by its fiery breath. I began to wonder what terrible creatures had been summoned by the Skull to do its bidding and protect it from the magic empowered within me.

## THE WARNING

The vapours surrounding my craft, twisted and grew and out of them flew spirits of the undead, messengers from the Skull sent as a warning to those who would dare to challenge it. "Thy soul shall be taken", they said in hideous whispers which seemed to echo around in my head. I watched in horror, as they leaped and danced around me as though in jest at my plan to destroy the Skull and his evil minions. Then as quickly as they had appeared, the spirits drifted away and back into the waters from whence they came. The vapours slowly cleared and there before me lay Dragonskulle, its twisted rocks and cliffs deformed throughout an age that was older than time itself. A gigantic Skull carved from a mountain face leered threateningly down at me as I approached the Island's shores.

I knew that with all the terrible power the Skull possessed, this would be my greatest challenge. My destiny now lies close at hand, as the ULTIMATE forces of darkness and chaos gather in strength and prepare to meet their final adversary.

## CONTROLLING SIR ARTHUR PENDRAGON

### JOYSTICK CONTROLS

Sir Arthur Pendragon can be fully controlled using your joystick plugged into Port 2. Pressing the joystick button will cause the action indicated by the hand at the top of the screen to be initiated as follows:

**SHOVEL** Once found, this allows Sir Arthur to attempt to dig a hole at his current position.

**MAGICAL ENERGY CLOAK** Once found, this allows Sir Arthur to become invulnerable to most hazards encountered in the game, but for a limited period only. Once used it will need energy replenishment before it can be used again.

**PAUSE** This allows the game to be paused at any time. Press the joystick button again to restart.

**MAGICAL ORB** This will cause Sir Arthur to throw a Magical Orb in the direction he is facing. However, you cannot throw an Orb when your energy cloak is turned on.

**JUMP** This will cause Sir Arthur to jump straight into the air or in the direction of the Joystick.

### KEYBOARD CONTROLS

**RESTART** The game may be restarted by pressing the F1 key.

**CHANGE ACTION** You can change the action indicated by the hand at the top of the screen by pressing any other key.

# GUARANTEE

If this ULTIMATE PLAY THE GAME software fails to load it will be replaced totally free of charge, if returned "cassette only", with details and proof of purchase, within one year of original purchase, directly to ULTIMATE PLAY THE GAME, at the address shown. If the tape shows any form of damage, physical or due to the use of dirty or faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory consumer rights.

Proper and correct maintenance of your cassette player equipment, including periodic cleaning of player head and pinch roller units, will ensure the prolonged and trouble free operation of both recorder and software.

## DRAGONSKULLE LOADING INSTRUCTIONS

1. Place cassette tape in the recorder and rewind to the beginning.
2. Turn on your CBM 64 and press the SHIFT and RUN/STOP keys simultaneously.
3. Press PLAY on the cassette recorder.
4. DRAGONSKULLE will now load automatically.
5. Follow any instructions that may appear on the screen.
6. PLAY THE GAME.

## COPYRIGHT NOTICE

DRAGONSKULLE Copyright, ULTIMATE PLAY THE GAME, Copyright & Trade Name, 1985 Ashby Computers & Graphics Ltd. All rights reserved Worldwide. The game and name DRAGONSKULLE and all of its associated hardware, software, code, listing, audio effects, musical tunes, graphics, illustrations and text are the exclusive property and copyright of ASHBY COMPUTERS & GRAPHICS LTD. and may not be copied, transmitted, transferred, reproduced, hired, lent, distributed, stored or modified in any form, in full or in part, without the express written permission of Ashby Computers & Graphics Ltd., The Green, Ashby de la Zouch, Leicestershire LE6 5JU, England.

Due to the enormous complexity and nature of the interactive DRAGONSKULLE G.A.S. adventure software, it is almost impossible to guarantee continuous and error free operation. Although, should any fault prevail, please contact ourselves, enabling the correction of any future versions.

All software, graphics and audio visual by **ULTIMATE PLAY THE GAME**

Trade Name of Ashby Computers & Graphics Ltd.    Made in England    644019

## FEATURES

Sir Arthur Pendragon  
Superb Animation  
Incredible Sound Effects  
Fine Scrolling  
3 Dimensional Scenario  
Icon Driven  
Full Joystick Control  
High Score  
Extra Lives

Realistic Jumps  
Automatic Collection  
Pause Control  
Fire Breathing Dragons  
Beaches  
Magical Orbs  
Rotating Skulls  
Stalactites  
Wasps

Salamander Archers  
Guardians of the Abyss  
Skull-Bats  
Digging  
Stalagmites  
Devils  
Pitchforks  
Arrows  
Lightning Bolts

Shovel  
Underground Streams  
Warrior Ants  
Magical Energy Cloak  
Rocks  
Bridges  
Force Fields  
Add Droplets  
Graves

Jumping Eyeballs  
Energy Replenishment  
Volcanic Lava Flows  
Dragon's Eggs  
Explosions  
Chasms  
Cavems

DragonGhoulie

COMMODORE 64

Dragon  
Ghoulie

